Subject: Compile scripts.dll Error (no changes)
Posted by gkl21 on Wed, 14 Feb 2007 17:13:23 GMT
View Forum Message <> Reply to Message

I'm just trying to compile the scripts.dll file, with no changes, but keep getting this error:

1>dllmain.obj : error LNK2019: unresolved external symbol "int __cdecl __CxxSetUnhandledExceptionFilter(void)" (?__CxxSetUnhandledExceptionFilter@@YAHXZ) referenced in function _NotifyHookUnhandledExceptionFilter
1>scripts.dll : fatal error LNK1120: 1 unresolved externals

Anyone would happen to know what I'm missing? (That is the only error I am getting, PlatformSDK etc already in for other .lib files)

Subject: Re: Compile scripts.dll Error (no changes)
Posted by danpaul88 on Wed, 14 Feb 2007 18:16:45 GMT
View Forum Message <> Reply to Message

You might need to install the latest DirectX SDK and windows platform SDK

Subject: Re: Compile scripts.dll Error (no changes)
Posted by =HT=T-Bird on Wed, 14 Feb 2007 21:29:58 GMT
View Forum Message <> Reply to Message

gkl21 wrote on Wed, 14 February 2007 11:13I'm just trying to compile the scripts.dll file, with no changes, but keep getting this error:

1>dllmain.obj : error LNK2019: unresolved external symbol "int __cdecl __CxxSetUnhandledExceptionFilter(void)" (?__CxxSetUnhandledExceptionFilter@@YAHXZ) referenced in function _NotifyHookUnhandledExceptionFilter
1>scripts.dll : fatal error LNK1120: 1 unresolved externals

Anyone would happen to know what I'm missing? (That is the only error I am getting, PlatformSDK etc already in for other .lib files)
That sounds like a buggy/bad compiler/C++RT. Make sure you are using VC++2005SP1.

Subject: Re: Compile scripts.dll Error (no changes)
Posted by jonwil on Mon, 19 Feb 2007 00:35:58 GMT
View Forum Message <> Reply to Message

Make sure you are using the latest scripts.dll source code (it should have an except.lib file in it)